

Listing of Claims

1. (Currently Amended) A gaming machine comprising:
- a display displaying a number of won credits; and
 - a game controller
 - controlling images of symbols to be displayed on the display,
 - effecting on the display a bonus feature wherein at least a first outcome is guaranteed to be a successful outcome,
 - ~~awarding a prize of a number of credits,~~
 - ~~accumulating the number of credits to the won credits,~~
 - offering through the display a choice to select between continuing the bonus feature and ending the bonus feature, and,
 - if the choice selected is continuing the bonus feature, determining (1) a subsequent prize for a successful subsequent outcome, and (2) a probability of [[a]] the successful subsequent outcome based on the subsequent prize [[of a]] for the successful subsequent outcome and the credits accumulated; and
 - generating a subsequent outcome based on said probability,
 - if the subsequent outcome is a successful outcome, offering through the display the choice option of continuing with the bonus feature but,
 - if the subsequent outcome is an unsuccessful outcome, ending the bonus feature, ~~and forfeiting at most a portion of the credits accumulated.~~
2. (Previously Presented) The gaming machine of claim 1, wherein the game controller effects the bonus feature when a predetermined trigger condition occurs in a base game.

3. (Previously Presented) The gaming machine of claim 1, wherein the display displays a payable that indicates a number of credits that will be paid for various successful outcomes which occur during the playing of the bonus feature.

4. (Previously Presented) The gaming machine of claim 3, wherein the display includes a prize meter which provides a cumulative total of credits won due to successful outcomes which have occurred during the playing of the bonus feature.

5. (Canceled)

6. (Canceled)

7. (Previously Presented) The gaming machine of claim 1, wherein the choice is continuing the bonus feature, the game controller determines the prize for a successful subsequent outcome using a weighted random selection.

8. (Canceled)

9. (Currently Amended) The gaming machine of claim 1, wherein the probability of a successful subsequent outcome is determined by the following equation:

$$P_s = (\text{Number of credits that may be lost from the credits accumulated}) / (\text{Number of credits that may be lost from the credits accumulated} + \text{New prize}).$$

10. (Previously Presented) The gaming machine of claim 1, further comprising a selector receiving an input choice between continuing and ending the bonus feature.

11. (Currently Amended) The gaming machine of claim 1, wherein if the subsequent outcome is an unsuccessful outcome, ending the bonus feature includes forfeiting the portion of forfeited credits is half of the accumulated credits.

12. (Currently Amended) A method of playing a game on a game playing apparatus, the method comprising:

displaying a number of won credits, and a bonus feature guaranteeing a successful first outcome;

~~awarding a number of credits based on the successful first outcome;~~

~~accumulating the number of credits to the number of won credits;~~

offering a choice to select between continuing the bonus feature and ending the bonus feature;

if the choice selected is continuing the bonus feature, determining (1) a subsequent prize for a successful subsequent outcome, and (2) a probability of [[a]] the successful subsequent outcome based on the subsequent prize [[of a]] for the successful subsequent outcome and the credits accumulated, and;

generating a subsequent outcome based on said probability.

if the subsequent outcome is a successful outcome, offering through the display the choice option of continuing with the bonus feature; and

but, if the choice results in an unsuccessful outcome, ending the bonus feature and forfeiting at most a portion of the credits accumulated.

13. (Previously Presented) The method of claim 12, further comprising triggering the bonus feature when a predetermined trigger condition occurs in a base game.

14. (Previously Presented) The method of claim 12, further comprising displaying a payable on a screen display of the bonus feature, the payable indicating a number of credits that will be paid for various successful outcomes of the bonus feature.

15. (Previously Presented) The method of claim 14, further comprising displaying a prize meter providing a cumulative total of the number of credits won due to successful outcomes.

16. (Canceled)

17. (Canceled)

18. (Previously Presented) The method of claim 12, further comprising if the choice is continuing the bonus feature, determining the prize for a successful subsequent outcome with a weighted random selection.

19. (Canceled)

20. (Currently Amended) The method of claim 12, wherein determining the probability of a successful subsequent outcome comprises using the following equation:

$$Ps = (\text{Number of credits that may be lost from the credits accumulated}) / (\text{Number of credits that may be lost from the credits accumulated} + \text{New prize}).$$

21. (Currently Amended) The method of claim 12, further comprising if the subsequent outcome is an unsuccessful outcome, forfeiting setting the portion of the forfeited credits to half of the accumulated credits.